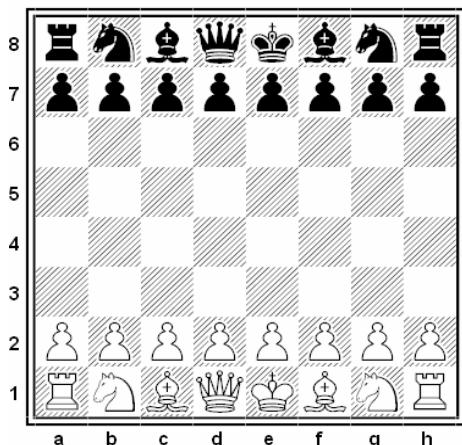


# The Rules of Chess

– Summary by ChessZ,  
Chess sets, clocks, are available from [www.ChessZ.com](http://www.ChessZ.com)

## The 64 Square Chess Board



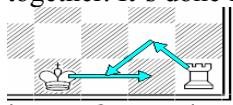
Set up board with a White square on Right Hand Side and the Queen on her own colour. White moves first.

## Draws (5 ways)

1. Offer and accept
2. Stalemate – where one side has to move and is unable, and the King is not in check
3. Threefold repetition.  
Where the position is about to repeat for the 3<sup>rd</sup> time. One of the players may claim a draw.
4. Fifty Move rule.  
Nothing has been captured for 50 moves each, and no pawn has moved.
5. Insufficient checkmating material. Where neither side has sufficient material to checkmate. e.g. both sides left with only a King.

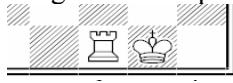
## Castling

– King and Rook move together. It's done for the King's safety.



...Before castling.

King moves 2 squares towards Rook,



...After castling.

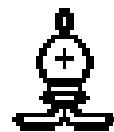
Can castle with either Rook. King or Rook must not have moved. Cannot castle into, out of, or through check.

## Purpose of the game.

To trap the King so that he has no escape. This is called **Checkmate**.

## History of Chess

The oldest, closest known version of today's game existed in India around 500a.d. By c 1,500a.d., the main rules had become what we know today. Chess is c 500 years old !



## The Bishop

Value = 3 points

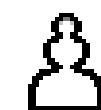
Moves diagonally, backwards or forwards, any number of empty squares. Always stays on the same colour squares.



## The Knight

Value = 3 points

Moves in a Capital 'L' shape. Two squares forward/backward and one sideways OR one square forward/backwards and two sideways. Can jump over all other pieces, but may not capture them.



## The Pawn

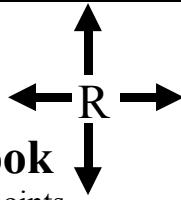
Value = 1 point. Only moves in a forward direction.

**Pa:** 1<sup>st</sup> move: go 1 or 2 squares

**Pb:** After 1<sup>st</sup> move: go 1 square

**Pc:** Capture: Diagonally 1 sq. only

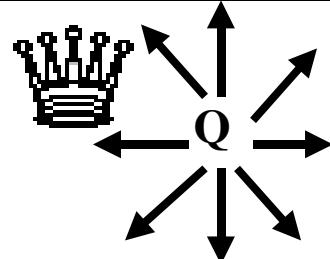
**Pawn Promotion:** Pawns reaching other end of board can become a Queen, Rook, Bishop or Knight.



## The Rook

Value = 5 points

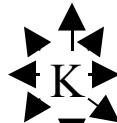
Can move along a rank or file, any number of empty squares.



## The Queen

Value = 9 points

Can move along a rank, file or diagonal, any number of empty squares.

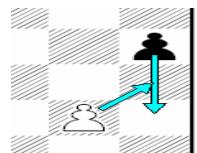


## The King

Value > 39, say 1000

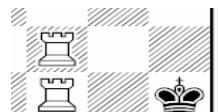
Moves in any direction, but only one square. The most valuable piece on the board.

## En Passant



If a pawn jumps out 2 squares past an enemy pawn, it can be taken as if it had only moved one square. Can happen once, and immediately.

## Checkmate



**Check:** When a King is attacked. **Checkmate:** When the checked King cannot escape.